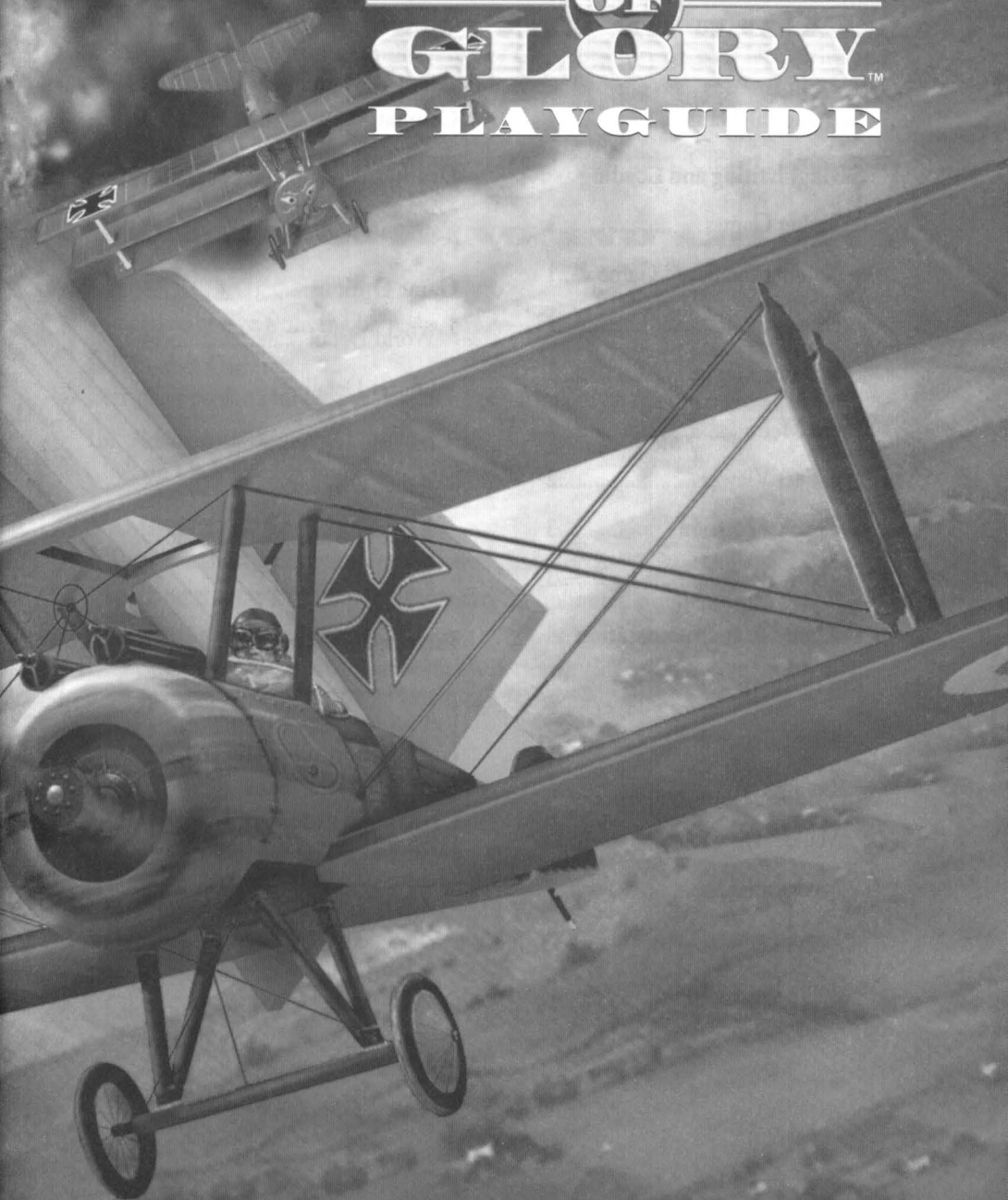


# WINGS OF GLORY™ PLAYGUIDE



# **WINGS OF GLORY PLAYGUIDE**

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A complete **Flythrough** of the first mission can be found at the back of the **Install Guide**.

## STARTING THE GAME

1. First, install *Wings of Glory*. Check the **Install Guide** for details on installation and troubleshooting advice.
2. Begin the game by going to the *Wings of Glory* directory on your hard drive and typing WG **[Enter]**. For a brief flythrough of the first mission, see **Introductory Flythrough** in the *Install Guide*.
3. Clicking on items (either left or right-clicking) "uses" them. Click on doors to go through them, on people to talk to them, etc.

## SAVING, EXITING AND LOADING

### SAVING GAMES

You can only save from the barracks, between missions.

#### 1a. British Camp

Left-click on the stairs (in the common room), then click on the closed door.

#### 1b. American Camp

Click on the lower left bunk in the barracks.

### NAMING THE SAVED GAME

2. Type in a short description for the saved game (up to 8 characters).
3. Click on the SAVE button. (You can save an unlimited number of games.)

#### Overwriting an Existing Saved Game

1. Click on the door (British) or bunk (American), click on the saved game to be overwritten, and select SAVE. To change the name, type in a new name before selecting SAVE.

### EXITING

To exit the game, press **[Alt][X]**. Press **[Y]** to confirm, or **[N]** to cancel the exit process.

### LOADING GAMES

1. Go to the game location in which you saved the game.
2. Click on the bunk (in the British camp), or the footlocker (in the American camp) to bring up the LOAD GAME screen.
3. Click on the game you wish to load (highlighting it), then click on the LOAD button.

## MAIN MENU

Click on an option using the mouse or joystick. When using the keyboard, use **↑**, **↓**, **←** and **→** to move the cursor over the option you want, then press **Enter**.

**NEW GAME** begins a game from the very beginning.

**CONTINUE GAME** returns you to wherever your last mission started (common room, hangar or commander's office). This does not load a game you have previously saved — to return to a saved game, choose **LOAD GAME**.

**LOAD GAME** returns you to a game you have previously saved.

**CREATE MISSION** hones your flying expertise with practice missions. The outcome of these missions does not affect your status in the game, but you can practice both air combat and bombing techniques. (See **Create a Mission** on page 3 for more information.)

**FLIGHT RECORDER** replays any saved tapes — recordings — of missions. It allows you to “jump in” and see how different manoeuvres affect the outcome. (See **Flight Recorder** on page 3.)

**VIEW OBJECTS** lets you check out all the planes and several other 3-D objects in *Wings of Glory*. (See **Object Viewer** on page 2.)

### OBJECT VIEWER

The Object Viewer displays 3-D pictures of all the airplanes and several other game objects.

- To change your view of the object, click on the **ROTATE** arrows, the top **DISTANCE** arrow (farther view) or the lower **DISTANCE** arrow (closer view).
- To view another object, left-click on the button to the left of the object's name. Right-clicking cycles backwards through the list.
- To exit the Object Viewer, click on the **BACK UP** button.



## CREATE A MISSION

*Wings of Glory* has a training feature that lets you fly different types of practice missions. You can further customise the missions by using the Option Screen.

**AIR COMBAT** lets you choose your altitude, plus your enemies' number and skill level.

**BOMBING RUN** helps you perfect the tricky skill of bombing ground targets. Anything and everything on the ground is a target.

**RANDOM MISSION** puts you in air combat against the Germans. The specifics — the altitude level, how many enemies there are, plus their skill levels and plane types — change every time.

**GAUNTLET** pits you against waves of enemy aces — you automatically have unlimited ammunition. The computer randomly generates planes one at a time until you have killed four. Then you face two at a time until you have killed eight more. The numbers continue to increase. More points are awarded for killing faster, more manoeuvrable enemies (such as a Fokker D. VIII) and lower scores for slower targets (such as bombers or balloons).

**CANCEL** exits the Create a Mission option.

## FLIGHT RECORDER

During each mission, your computer is recording a "tape" of your manoeuvres. After each mission, a menu appears asking if you wish to view the tape or save it.



**VIEW TAPE.** At the end of a mission, whether it was successful or fatal, you may view the tape and jump in at any point to affect the outcome. If you modify the tape *immediately* after playing the mission and the outcome is different, the new result will be recorded as the "true" mission result — if you exit,

however, the mission is counted as "failed," even if you were successful. If you fail a mission, it is usually a good idea to go directly into VIEW TAPE and try again. You can save a game at the end of a mission, even if that mission was modified by using VIEW TAPE.

**SAVE TAPE.** This creates a record of the mission you just flew. You can view the game at a later date, and jump in at any time to change the outcome. However, changing the outcome of a tape *loaded from the tape logs* does *not* affect the outcome of the game.






**RESTART.** This starts the mission over from the point of take-off.

**CONTINUE.** This returns you to the hangar, common room or commander's office.

00:00 [REWIND] [PLAY] [PAUSE] [FAST FORWARD] ENTER FLIGHT

00:00

COUNTER keeps track, in minutes and seconds, of what point in the replay you are viewing.

-  **REWIND** (**Ctrl****R**) returns instantly to takeoff.
-  **PLAY** (**Ctrl****P**) toggles on and off) progresses tape at real-time speed.
-  **PAUSE** temporarily halts the tape.
-  **FAST FORWARD** (**Ctrl****F**). Click on the fast forward button:
  - First click gives 2 × normal speed.
  - Second click gives 3 × normal speed.
  - Third click gives 4 × normal speed.
  - Fourth click returns you to normal speed.
-  **SINGLE STEP** (**Ctrl****A**) advances the tape by one frame.

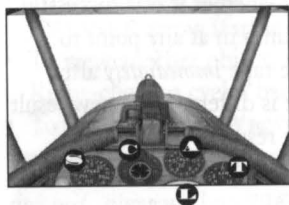
**ENTER FLIGHT** (**Ctrl****E**) puts you in the game at the moment on the screen.

**Ctrl****Shift****F** progresses the tape at maximum speed.

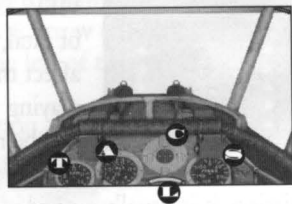
**Ctrl****H** Toggles the information bar visible and invisible.

## COCKPITS AND INSTRUMENTATION

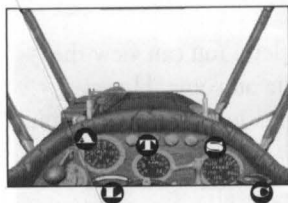
Sopwith *Pup*



Sopwith *Camel*



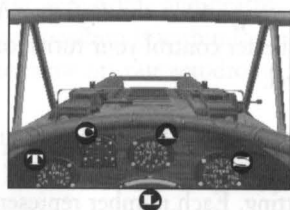
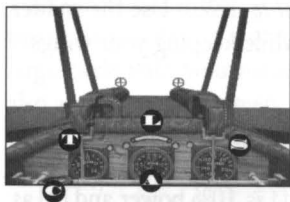
S.E.5a



Each plane you fly has a unique cockpit. Some offer terrific visibility, while others limit what the pilot can see, making flying — and dogfighting — more difficult. World War I pilots rarely flew straight for long — they tended to weave a bit up and down, thus increasing their field of vision.

Take a few moments to study the cockpit instruments. In flight, and especially in combat, it is easy to lose track of your position.





**A** = Altimeter. How high you are above the ground in 1000-foot tick marks.

**C** = Compass. The needle always points north. If the needle is pointing to the right tick mark, you are heading west.

**L** = Level Flight Indicator. This device indicates the roll of your plane. When you are level, the floating black marker centres in the arc. As your plane rolls to the right, the marker floats "upwards," moving to the left.

**S** = Speedometer. How fast in knots ( $1.15 \times \text{knots} = \text{miles per hour}$ ) your plane is travelling.

**T** = Tachometer. Your engine's revolutions, in hundreds, per minute.






## FLIGHT TACTICS

### FLIGHT CONTROLS

When in the air, you control the flight of your plane with the keyboard, mouse or joystick. You can also use any of these, in the Cockpit or External views, to look at your surroundings. You can select the method of flight and panning control in the Option Screen (p. 13).

**Joystick Control.** A joystick gives you the most realistic experience and is the suggested interface for the game. Pulling the stick toward you pulls the nose of the plane up, while pushing the stick away from you dips the nose down. Moving the joystick left or right rolls the plane left or right.

**Mouse Control.** Pushing the mouse away from you noses the plane down, and pulling it toward you pulls the nose up. Moving the mouse left or right rolls the plane left or right. The left mouse button fires your guns.

**Keyboard Control.** Holding  down noses the plane down, while  pulls the nose up. Holding down on  or  rolls the plane left or right.  fires your guns.

Enlist

Key

S. A

**Rudder.** [←] and [→] control your plane's rudder, yawing your plane left and right (see page 49 in the *Reference Manual*). *Use of rudder is vital to success.* Use the rudder to better control your turns, or to change your direction while keeping your wings level.

**Throttle.** Both the number keys ([1] through [0]) and your joystick wheel (if you are using a CH Flightstick or Flightstick Pro) can control the engine throttle setting. Each number represents a 10 percent step, with [1] as 10% power and [0] as 100%. [0] cuts the throttle to zero.

[+] and [-] increase and decrease your engine's power by one step each time you press them.



During dogfights, you'll want to maintain a setting between [8] and [0]. Otherwise, you can fly at 50 or 60 percent throttle. When you autopilot, your throttle automatically resets to [7].

## TAKING OFF

**Autopilot Takeoff.** If you wish, you can perform an autopilot takeoff and let the system take over — press [A]. You'll watch your plane lift off the ground and climb to a level cruising altitude. Press [Tab] to speed up the autopilot takeoff. When you return to the cockpit view, you regain control of the airplane. Be sure to keep the nose of the plane level with the horizon by using your joystick, mouse or keyboard.

## Manual Takeoff

- [0] Increase your throttle to 100 percent. As you gain speed, your tail rises and you are able to see the runway or ground.
- [↓] Gradually raise the nose of the plane (move the joystick or mouse toward you, or use [↓]) to lift off the ground. As you continue to climb, watch the altimeter turn counter-clockwise as your altitude increases.
- [↑] Once you gain enough altitude (between 1,500 and 3,000 ft.), lower the nose of your plane (move the joystick or mouse away from you, or use [↑]) until the horizon splits your screen.
- [A] If there are no enemy craft nearby, press [A] to autopilot to the next stage of your mission.



## NAVIGATING

Your navigational map shows your position relative to the aerodrome and nearby towns. It also shows waypoints and target locations. Your position is within the large circle with your name by it. Target names and the name of your aerodrome also appear on this screen.

- [A] Autopilots to your next destination, unless your mission is completed. In that case, if you press [A] you land automatically.
- [N] Opens and closes the navigational map. ([Esc] also closes the map.)
- [↑] To switch between Nav points, open the map and move the mouse (or use the keyboard arrows). The current navigational point appears as a yellow circle with white text description. (Nav points that you have already visited appear as a dark yellow circle with *yellow* text description. Nav points that you have not visited — and that are not selected — appear as a dark yellow circle with *green* text description.)

Text on the right side of the map lists information on your wingman, current Nav point, the primary objective for that Nav point, and notes concerning the objective. When you switch Nav points, some of the text changes.

## MANOEUVRING

Once in the air, you have to perform aggressive and evasive manoeuvres when you fight the enemy. You may want to review **Flight Tactics** in the *Wings of Glory Reference Manual* (pages 50-51) for detailed information on manoeuvres and tactics you can use in the game. Here are a few basic moves to get you started:

**Climbing.** To climb, pull back on the stick, move the mouse toward you or press [↓]. You should climb whenever you can during combat, because you gain extra speed by diving. Descending on an enemy gives you a decided advantage. Be careful not to climb too steeply — it's easy to stall these early fighters!

**Diving.** To dive, move the joystick or mouse away from you or press [↑]. You gain a lot of speed during a dive — be careful not to dive steeply or for a long time. There is a danger of your wings shearing off at high dive speeds.

**Stalling.** If your plane loses speed and stalls during a climb, let it fall until you regain control again. Not enough air is flowing over the wings for it to fly. Once the plane gains enough speed, you can pull out of the fall.

**Rolling.** You "roll" the plane by moving the joystick or mouse left or right. On the keyboard, press [←] or [→]. To watch your moves from outside the plane as you practice, use the [F2] Chase view or [F6] External view.

**Turning.** To turn the plane, roll until your wings are at an angle to the ground: 30° from the ground gives a gentle turn, while 90° is the sharpest turn possible. Then pull the nose of the plane up. Simultaneously using the rudder (<) to go left and (>) to go right) is useful in tightening the turn.

**Blipping.** You can control your plane's speed by turning the engine off and on. Press [E] to turn off the engine, then almost immediately press [E] a second time to turn it back on. World War I pilots used the "blipping" method when they did not have throttles to control their speed. There is a risk of catching the plane on fire, so using the throttle is a better idea.



## LANDING

**Autopilot.** When your mission is complete, you can land automatically by pressing [A], unless you are out of fuel. You can also land manually.

**Manual Landing.** To make a manual landing, follow these steps:

- ↑ Drop your altitude to 150 feet above the ground.
- [6] or [7] When you are several hundred yards from the runway or landing area, reduce your throttle to 60 or 70 percent.
- ▮ At the beginning of the runway, you should be about 25 feet above the ground. Press [ ] to turn off your engine.
- ↓ Gently raise the nose of the plane and drop down onto the runway.

## TIME BURST / COMPRESSION

[Tab] accelerates the game time sixfold, for as long as you hold the key down. Releasing it stops the time burst.

[Shift][Tab] activates "2X" time compression, meaning everything occurs twice as fast. You can press [Shift][Tab] again to double the compression to 4X. Press [Shift][Tab] a third time to return to normal time.

## COMBAT

During combat your first objective is to find the enemy before he spots you. The second objective is to outmanoeuvre him. Both require good flying techniques.

**Finding Enemy Planes.** Enemies are hard to see from far away, especially if you're flying with clouds turned ON. (To turn them OFF, press **[Alt][O]** to bring up the Option Screen and set the clouds to 0%.) Whenever you see a *brightly coloured plane* in the distance, you can be sure it is an enemy. Once you spot one, you can mark it as your selected target. (See **Selecting Targets**, p. 10.) This helps you locate it when it is out of view.

If you can't see your enemy in front of you, press **[T]** to target an enemy, then **[F7]** to "get a line" on him. (In other words, the camera will centre on your plane, and the enemy is *on the other side* of your plane.) You can also try switching to **[F6]** External view. In this mode, press Button 2 on the joystick and pan around your plane in a 360-degree view. Once you spot an enemy, turn toward him. Switch to the Normal view by pressing **[F1]**.

**Wingmen.** There were no radios in World War I planes, so all communication was by hand signs and plain, old-fashioned yelling. For this reason, your wingmen must be within 900 feet (close enough to see the pilot) before they will follow your commands:

**[Alt][B]** tells wingmen within range to break and attack.

**[Alt][F]** tells wingmen within range to fly on your wing and *not participate* in combat.

### Using Guns and Weapons

**[W]** shows how many bullets remain.

**[Alt][W]** lets you see the bombs and rockets your plane is carrying, in external views.

**[Shift][W]** shows the number of bombs and rockets you carry.

**[Spacebar]** or the joystick trigger fires your machine guns.

**[L]** switches to the S.E.5a's Lewis gun view to let you aim.

**[G]** switches between the S.E.5a's Vickers and Lewis guns.

**[R]** launches one rocket.

**[B]** releases one bomb.

**Selecting Targets.** After you find a target, “mark” it by pressing [T]. Notice that a white “sparkle” appears on the targeted plane.

[T] (pressed repeatedly) cycles through enemy air targets, from closest to farthest.

[Shift][T] cycles through enemy air targets (farthest to closest).

[Alt][T] cycles through friendly air “targets” (closest to farthest).

[Shift][Alt][T] cycles through friendly air “targets” (farthest to closest).

[Ctrl][T] cycles through enemy ground targets (closest to farthest).

[Shift][Ctrl][T] cycles through ground targets (farthest to closest).

[Ctrl][Alt][T] deselects current target.

[Y] keeps your “eyes locked on target.” Your “head” swivels in the cockpit to face the targeted enemy. Once you press [F1] to return to the Front view, you must press [Y] again to regain the “eyes locked on target” feature.

**Attacking Enemy Planes.** After you detect and target an enemy, it's time to attack. Your tactics depend on what plane you are flying, as well as the type of plane you're fighting.

Your first objective is usually to gain more altitude than your enemy. You can convert height into speed and dive down to attack your enemy. (A prolonged dive, however, often endangers your plane's wings.) Your second objective is to shoot the enemy. When firing at your enemy, remember that both you and your target are moving. This means you have to fire *leading shots* ahead of your enemy and estimate where he will be when the bullets reach him. Position your gunsight just in front of a moving target (especially if you're both turning), then unleash your bullets. Watch your tracers and adjust your aim accordingly.

**Attacking Enemy Ground Targets.** Depending on the object, you can either bomb or strafe the target.

**Bombing.** In a WWI aircraft, dives could not be very steep.

- ↑ Approach your target at a 20-degree angle descent. Begin your attack from an appropriate distance away — farther away than necessary is better than too close.
- [B] Release your bomb when you are over your target.
- ↓ Pull up the nose of your plane and increase your throttle to evade anti-aircraft fire.

**Strafing.** Strafing refers to firing a volley of bullets at a ground target. You can strafe from a dive or a low approach.

↑ ↓ Dive strafe as though you were making a bombing run, but fire your guns instead of releasing your bomb.

← → Low strafe by flying level past a target and firing while alternately turning the rudder (←) and (→).

**Information.** During flight, there are a number of ways to gain information about your surroundings.

H gives your current altitude (height above sea level) in feet.

D (pressed once) cycles through your plane's conditions.

S gives your current speed in knots per hour.

## DEATH

In the event that you die, a menu appears with five options.

**RESTART** begins the mission over again from take-off.

**ABORT** quits the mission and returns you to the base as though you had never spoken to the commander.

**CONTINUE**, after a fatal mission, takes you into the funeral sequence.

**VIEW TAPE** begins a tape of the mission you just failed.

**SAVE TAPE** brings up the log of your saved missions.

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## CAMERA VIEWS

**Panning.** Extremely important! To look around outside, without having your wings block your view, use Button 2 on your joystick while moving the stick. The view returns to normal when you release the button. You can change the method of control during flight by opening your Option Screen (**Alt** **O**). Your plane will continue in its current direction during panning.

*NOTE: You must have separate devices selected for FLIGHT CTRL and PANNING CTRL to pan while in flight.*

**[Y] Automatic Target Tracking** follows the target. Once you have an object targeted, pressing **[Y]** from the **[F1]** view keeps the camera on your target so it stays in your field of view at all times. Press **[Y]** again, or **[F1]**, to turn this camera off.

**[C] Invisible Cockpit** gives you a much better view by eliminating the cockpit. Pressing **[C]** again returns the view to normal.

**[F1] Normal Front View (Cockpit).** Pressing **[F1]** returns you from the current camera angle to the forward cockpit view.

**[F2] Chase View** provides a view from behind your aircraft.

**[F3] Left View** provides a view down the wings to your left.

**[F4] Right View** provides a view down the wings to your right.

**[F5] Back View** provides you with a view to the rear of your plane.

**[F6] External View** shows your airplane from different angles. You can change the direction of the camera's angle by panning with your joystick (hold down Button 2 and move the stick). Hit **[F6]** again and your view switches to another nearby object. Hitting **[F6]** repeatedly cycles through all planes and air targets in the area. Eventually, **[F6]** returns your view to your plane.

**[I] or [J] Zoom** closer and farther while in External View.

**Ctrl [F6] Cycle** through ground targets.

**[F7] Target View** lines you up with the target, so that you view your plane in direct alignment with your chosen target. *It can only be used after you've targeted an object by pressing [T].* Press **[F7]** again to reverse the view, with your enemy in the foreground and your plane in the distance.

**Alt [F7] Overhead View** provides a view from above your plane. Press **[F]** when you are in Overhead to change the view angle.



**[F9] Victim View**, for the duration of one mission, switches you to a close-up of each target upon its destruction. Hit **[F9]** to toggle this view on or off.

**[F10] Weapon View**, for the duration of one mission, follows the path of each weapon you dropped, and provides you a view of the damage done. Press **[F10]** to toggle this option on and off.

## GAME OPTIONS

Press **[Alt][O]** anytime you are in your plane to bring up the Option Screen. To toggle an option, click on it — the words **ON** or **OFF** will let you know if the option is active. Otherwise, a darkened square means that particular option is chosen. Try different combinations to find the best match for your skills and computer system.

There are interface commands at the bottom of the screen.

**SAVE** implements your changes for all following missions.

**RETURN TO MISSION** puts you back in the game at the point from which you left — with the options you selected enable for the duration of the current mission only (unless you first hit **SAVE**).

**EXIT MISSION** gives you the option to **RESTART** the mission, **ABORT** mission, or **CONTINUE**. (**CONTINUE** lands you at the base runway — your accomplishments are noted, but the mission is counted a failure.)

<b>WORLD DETAIL:</b>			
TERRAIN DETAIL: <input type="checkbox"/> 0% <input type="checkbox"/> 25% <input type="checkbox"/> 50% <input type="checkbox"/> 75% <input checked="" type="checkbox"/> 100%		HAZING: <input checked="" type="checkbox"/> FAR <input type="checkbox"/> NEAR	
NUMBER OF CLOUDS: <input type="checkbox"/> 0% <input type="checkbox"/> 25% <input type="checkbox"/> 50% <input type="checkbox"/> 75% <input type="checkbox"/> 100%			
NUMBER OF TREES: <input type="checkbox"/> 0% <input type="checkbox"/> 25% <input type="checkbox"/> 50% <input type="checkbox"/> 75% <input type="checkbox"/> 100%			
<b>OBJECT DETAIL:</b> <input checked="" type="checkbox"/> HIGH <input type="checkbox"/> MEDIUM <input type="checkbox"/> LOW			
<input type="checkbox"/> SHOW WEAPONS <input checked="" type="checkbox"/> SHOW SHADOWS			
<b>REALISM OPTIONS:</b>			
EASY GUN HITS	ON	UNLIMITED AMMO	ON
EASY LANDING	ON	EASY LANDING	ON
PORR AIR COLLISIONS	OFF	BIGGER BULLETS	ON
BIGGER ENGINE	ON	VAN/ROLL COUPLE	OFF
WING SHEARING	OFF	ROTARY ENGINE	OFF
CENTER OF GRAVITY	PLACEMENT		OFF
<b>ENEMY SKILL LEVEL:</b> <input checked="" type="checkbox"/> ROOKIE <input type="checkbox"/> VETERAN <input type="checkbox"/> ACE			
<b>ACTIVE CAMERAS:</b> AUTO SWITCH ON VICTIM CAM OFF WEAPON CAM OFF			
<b>AUDIO:</b> MUSIC ON DIGITAL FX ON ENGINE NOISE ON			
<b>FLIGHT CONTROLS:</b>			
FLIGHT: <input type="checkbox"/> KEYBOARD <input type="checkbox"/> MOUSE <input checked="" type="checkbox"/> JOYSTICK <input type="checkbox"/> FS PRO <input type="checkbox"/> THRUSTMASTER			
PANNING: <input type="checkbox"/> KEYBOARD <input type="checkbox"/> MOUSE <input checked="" type="checkbox"/> JOYSTICK <input type="checkbox"/> FS PRO <input type="checkbox"/> THRUSTMASTER <input type="checkbox"/> NONE			
RUDDER: <input checked="" type="checkbox"/> KEYBOARD <input type="checkbox"/> RUDDER PEDALS			
THROTTLE: <input checked="" type="checkbox"/> KEYBOARD <input type="checkbox"/> FLIGHTSTICK			
• SAVE • RETURN TO MISSION • EXIT MISSION •			

## WORLD DETAIL

Slower computers may benefit from turning off some of the game detail — the frame rate usually increases.

**TERRAIN DETAIL** adjusts the level of detail:

100% = all detail

75% = full texture/vital 3-D objects

50% = partial texture/all 3-D objects

25% = no texture/all 3-D objects

0% = solid colour/all 3-D objects

**NUMBER OF CLOUDS** controls the cloud cover in 25% increments.

**NUMBER OF TREES** controls how many trees appear.

**HAZING** provides greater (FAR) or reduced (NEAR) visibility.

## OBJECT DETAIL

This adjusts the detail levels of objects: HIGH gives full detail, MEDIUM gives some detail and LOW provides the least amount of detail, giving just the basic shape.

**SHOW WEAPONS** allows you to see the bombs and rockets that you and other aircraft carry. Otherwise they are “invisible.”

**SHOW SHADOWS** toggles plane shadows (both yours and your enemies’) on and off.

## REALISM OPTIONS

Listed below are the default game options. Options with an \* are *more* realistic with the option turned *on*. Click on SAVE to carry changes to the option setting from mission to mission. Click on RETURN TO MISSION for changes to affect the next mission *only*.

For maximum realism, options marked with an asterisk should be *on* and other options should be *off*.

\***STALLS OFF** prevents your plane from losing lift at severe angles.

\***GUN JAMS OFF** prevents your machine guns from jamming.

**EASY GUN HITS ON** gives each bullet a larger sphere of damage, so that “close” counts as a hit.

**UNLIMITED AMMO ON** gives you unlimited ammunition supplies for whatever weapons are appropriate for your plane and mission.

**EASY LANDINGS ON** is more forgiving during rough landings.

\***MID AIR COLLISION OFF** prevents you from crashing into your opponents or wingmen.

**BIGGER BULLETS ON** does three times as much damage per hit.

\***SUN GLARE ON** means you can be blinded when flying into the sun. (OFF produces a white disk that won't impair your vision.)

**BIGGER ENGINE ON** gives your plane more speed and climbing strength.

\***YAW/ROLL COUPLE OFF** keeps your plane from yawing (and straightening out) when you make a banked turn. This also keeps you from starting a banked turn whenever you use your rudder to yaw. (For term definitions, see *Reference Manual*, pp. 48-49.)

\***WING SHEARING OFF** keeps your wings from ripping during steep or prolonged dives.

\***ROTARY ENGINE OFF** keeps a rotary plane from turning right due to the internal forces of the engine.

\***CENTRE OF GRAVITY PLACEMENT OFF.** Realistically, the centre of gravity varies from plane to plane. With CGP ON, the Fokker Dr. I and Sopwith *Camel* are tail-heavy. The rest are nose-heavy. With CGP OFF, planes simply fly straight.

## ENEMY SKILL LEVEL

This sets your overall enemy's intelligence at ROOKIE, VETERAN or ACE level. ACE is the highest level. Some enemy pilots are better than others, regardless of this setting. The default level is ROOKIE.

## ACTIVE CAMERAS

**AUTO SWITCH ON** switches you to the Front view when you are hit or in danger.

**VICTIM CAM ON** follows your target, through the Victim view, when you shoot down a plane or destroy a ground object.

**WEAPON CAM ON** switches automatically to the Weapon view whenever you drop a bomb or fire a rocket.

## AUDIO

**[Ctrl][M] MUSIC ON/OFF** toggles the musical score.

**[Ctrl][S] DIGITAL FX ON/OFF** toggles the sound effects.

**ENGINE NOISES ON/OFF** toggles the sound of the engine.

## FLIGHT CONTROLS

**FLIGHT** sets flight control interface — KEYBOARD, MOUSE, JOYSTICK, FLIGHTSTICK PRO or THRUSTMASTER.

**PANNING** sets panning control interface — KEYBOARD, MOUSE, JOYSTICK, FLIGHTSTICK PRO, THRUSTMASTER or NONE.

**RUDDER** chooses between KEYBOARD and RUDDER PEDALS.

**THROTTLE** gives throttle control to either your KEYBOARD or FLIGHTSTICK.

## INTERFACE SHORTCUTS

**[Alt][M]** takes you to the main menu from ground scenes.

**[Spacebar]** advances the conversation or cinematic scene. The joystick button also works.

**[Esc]** skips a conversation or cinematic scene altogether.

**[Alt][O]** brings up the Option Screen during flight.

**[Ctrl][M]** toggles music on and off.

**[Ctrl][S]** toggles digitised sound and speech on and off.

**[Alt][J]** recalibrates your joystick.

**[Alt][X]** exits the game.

**[P]** (toggle) pauses flight or ground sequences.



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